



## Knowledge - What do I already know

- Recognise numerals 6-10
- To understand how to represent and compare numbers up to 10
- To automatically re-call number bonds to 5
- To count beyond 10
- Continue, copy and create repeating patterns

## Knowledge - What I will learn – Summer Term

- Odd and even numbers
- Number bonds to 10
- Count verbally past 20
- Compare quantities up to 10 in different contexts, recognising when one quantity is greater than, less than or the same as the other quantity.
- Measure weight, length and capacity using the correct language.
- Recognise the value of coins (1p, 2p, 5p and 10p)

## How can you help at home?



## Useful Websites:

- **Topmarks**

<https://www.topmarks.co.uk/Search.aspx?Subject=16&AgeGroup=1>

- **Cbeebies numeracy**

<https://www.bbc.co.uk/cbeebies/topics/numeracy>

- **Numberblocks**

<https://www.bbc.co.uk/iplayer/episodes/b08bzfnh/numberblocks>

Numberblocks is a fantastic way for your child to gain a deep understanding of how numbers work in a fun animated way.



## Vocabulary:

### **Cardinality and counting**

The cardinal value of a number refers to the quantity of things it represents, e.g. the numerosity, 'howmanyness', or 'threeness' of three. When children understand the cardinality of numbers, they know what the numbers mean in terms of knowing how many things they refer to. Counting is one way of establishing how many things are in a group, because the last number you say tells you how many there are. Children enjoy learning the sequence of counting numbers long before they understand the cardinal values of the numbers.

### **Subitising**

Subitising is another way of recognising how many there are, without counting

### **Comparison**

Comparing numbers involves knowing which number has more or less than each other. Children will begin to use 'more' or 'fewer' to compare quantities.

### **Composition**

Understanding that 1 number can be made up of 2 or more smaller numbers. Children will begin to use 'add' and 'subtract' find 'how many are altogether'

### **Pattern**

Developing an awareness of pattern helps young children to notice and understand mathematical relationships. Patterns can be made with objects like coloured cubes, small toys, buttons, and keys, and with outdoor materials like pine cones and leaves

### **Shape and space**

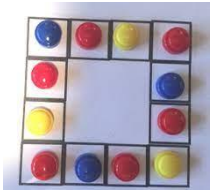
Understanding what happens when shapes move, or combine with other shapes, helps develop wider mathematical thinking

**Knowledge - What I will learn – Summer Term**  
**Examples of activities**

**Pattern**



- Use pattern to complete a continuous circle.



**Comparison**

- Recognise odd and even numbers. Explain why it is an odd or even number.



- Use real life situation to solve problems. We have 28 children in class today. Do we have more or fewer than yesterday?

**Measure**

- Compare weight, saying which one is heavier, lighter or the same weight using a balance scale.



- Compare length. Organise into the correct order using the language short/ shortest, medium, and tall/ tallest.

- Measure length/ height using cubes to see which is the tallest/ longest/ shortest.



- Explore capacity. Use language such as full, empty, half full, nearly full and over flowing.



- Sequence events such as getting ready for school. Use language such as first, next and last.



- Beginning to look at o'clock times at significant times such as home time.



**Composition**



- Automatic recall of number bonds to 10. Playing skittles with 10 pins. How many have you knocked over? How many are still standing?



- Use number bonds to solve real-life number problems. We had 10 pencils and there is only 6 in the pot. How many more do we need to find?

**Cardinality and counting**

123

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100

- Verbally count beyond 20.
- Recognise the counting system past 10.
- Use a 100 square to find numbers.
- Begin to recognise coins and understand the value. Use the role play shop to buy items. Add coins together to make different amounts.



**Number stories**

